

L Number	Hits	Search Text	DB	Time stamp
1	9909	video adj2 game	USPAT; US-PGPUB	2003/11/19 13:10
2	1277	game adj2 console	USPAT; US-PGPUB	2003/11/19 13:11
3	5771	filed near5 data	USPAT; US-PGPUB	2003/11/19 13:11
4	75019	field near5 data	USPAT; US-PGPUB	2003/11/19 13:11
5	735	(video adj2 game) and (game adj2 console)	USPAT; US-PGPUB	2003/11/19 13:11
6	112	(field near5 data) and ((video adj2 game) and (game adj2 console))	USPAT; US-PGPUB	2003/11/19 13:11
7	446	delet\$ near5 (field near5 data)	USPAT; US-PGPUB	2003/11/19 13:12
8	0	((field near5 data) and ((video adj2 game) and (game adj2 console))) and (delet\$ near5 (field near5 data))	USPAT; US-PGPUB	2003/11/19 13:12
9	13126	graphic adj3 data	USPAT; US-PGPUB	2003/11/19 13:12
10	2040	texture adj3 data	USPAT; US-PGPUB	2003/11/19 13:12
11	212	(graphic adj3 data) same (texture adj3 data)	USPAT; US-PGPUB	2003/11/19 13:12
12	19	((video adj2 game) and (game adj2 console)) and ((graphic adj3 data) same (texture adj3 data))	USPAT; US-PGPUB	2003/11/19 13:25
15	5889	(read or reading) near5 (field near5 data)	USPAT; US-PGPUB	2003/11/19 13:29
16	6640	(read or reading) near5 segment	USPAT; US-PGPUB	2003/11/19 13:30
18	13	((graphic adj3 data) same (texture adj3 data)) and ((read or reading) near5 (field near5 data))	USPAT; US-PGPUB	2003/11/19 13:30
17	5	((graphic adj3 data) same (texture adj3 data)) and ((read or reading) near5 segment)	USPAT; US-PGPUB	2003/11/19 13:35
19	11	(((graphic adj3 data) same (texture adj3 data)) and ((read or reading) near5 (field near5 data))) not (((graphic adj3 data) same (texture adj3 data)) and ((read or reading) near5 segment))	USPAT; US-PGPUB	2003/11/19 13:35

<u>Set Name</u>	<u>Query</u>	<u>Hit Count</u>	<u>Set Name</u>
side by side		result set	
<i>DB=USPT,PGPB,JPAB,EPAB,DWPI,TDBD; PLUR=YES; OP=ADJ</i>			
<u>L13</u>	l6 and L12	112	<u>L13</u>
<u>L12</u>	(delet\$3 or discard\$3) same data same memory and read\$3 near4 new same data and gam\$3	129	<u>L12</u>
<u>L11</u>	(delet\$3 or discard\$3) same data same memory and read\$3 near3 new adj2 data and gam\$3 same (player or user) same progress\$3	1	<u>L11</u>
<u>L10</u>	(delet\$3 or discard\$3) same data same memory and read\$3 near3 new adj2 data same gam\$3 same (player or user) same progress\$3	1	<u>L10</u>
<u>L9</u>	(delet\$3 or discard\$3) near4 data same memory and read\$3 near3 new adj2 data same gam\$3	1	<u>L9</u>
<u>L8</u>	(delet\$3 or discard\$3) near4 data same memory and read\$3 near3 new adj2 data same game same progress\$3	1	<u>L8</u>
<u>L7</u>	(delet\$3 or discard\$3) near4 data same memory and read\$3 near3 new adj2 data same game same (player or user) same progress\$3	1	<u>L7</u>
<u>L6</u>	(read\$3 or receiv\$3) near4 (data or graphic data) same (memory or stor\$3) and (segment or sect\$3) and gam\$3	9649	<u>L6</u>
<u>L5</u>	L4 and (continuously or consecutively)	20	<u>L5</u>
<u>L4</u>	L2 and L3	42	<u>L4</u>
<u>L3</u>	(discard\$3 or delet\$3) near2 data and (read\$ or receiv\$3) (new or updat\$2) near3 data and gam\$3 and graphic\$2 and (memory or stor\$3)	46	<u>L3</u>
<u>L2</u>	L1 and gam\$3 and graphic\$2	7361	<u>L2</u>
<u>L1</u>	(read\$ or transmit\$4 or transfer\$4) same data same (memory or storage) and (segment or section or table)	181794	<u>L1</u>

END OF SEARCH HISTORY

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